



**USS Bob**  
Treat as Ironclad  
SMALL SHIP

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

**Increase per Turn +2 +1**  
**Decrease per Turn -2 -1**

0	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Turn  
Speed

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

NO Spar  
Torpedo

6	5	4	3	2	1
---	---	---	---	---	---

**Bow Gun (Normal )**

CREW						
0	1	2	3	4	5	6©
7	8	9	10	11	12	

\_45 Turn at FIRST  
of move

90\_\_\_\_ ° Turn at  
MIDDLE of Move

\_45\_ ° Turn at  
END of move

### Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good  
if roll (+.- modifiers)  
equals or is *less than*  
current moral number

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P
W	W
P	I
W	W
	P



# USS Cairo

Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum SPEED (in inches) [Reverse=1 die ]

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Turn Speed
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

### Port Guns (N)

15	16
14	
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

4	3	2	1
<b>Bow Guns (Heavy)</b>			

CREW /BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60			

4	3	2	1	0
<b>Stern Guns (Heavy)</b>				

### Starboard Guns (N)

15	16
14	
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

____ ° Turn at FIRST of move
45 ____ ° Turn at MIDDLE of Move
_45 ____ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P		P	I©	I
	P						
							P
W	W	W	W	W	W	W	W
P	I	P	I		I	P	P
		W	P		W	W	W
				P		P	P
W	W	W	W	W	W	W	W
	P					I	I
					P	©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS Catskill

Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Turn Speed

## Turret (Heavy GUNS !!!)

15	26
14	25
	24
13	23
©	22
12	21
11	20
10	19
9	18
8	17
7	16
6	
5	
4	
3	
2	
1	
0©	

## CREW /BELOW DECKS

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25©	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

\_45\_° Turn at FIRST of move

\_ \_ ° Turn at MIDDLE of Move

\_45\_° Turn at END of move

## Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	©	P	©
	P				©	
W	W	W	W	W	W	W
P	I	P	I	I	I	I
		W	P		W	P
				P		
W	W	W	W	W	W	W
	P					
				I	P	

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



**USS Cork**  
Treat as Ironclad  
SMALL SHIP

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +2 +1  
Decrease per Turn -2 -1

0	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Turn Speed	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	
33	
34	
35	
36	
37	
38	
39	
40	

Spar  
Torpedo

4	3	2	1
<b>Bow Gun (LIGHT)</b>			

__45 Turn at FIRST of move
90 ____ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

CREW /BELOW DECKS						
0	1	2	3	4	5	6©
7	8	9	10	11	12	

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	<b>P</b>
<b>W</b>	<b>W</b>
<b>P</b>	<b>I</b>
<b>W</b>	<b>W</b>
	<b>P</b>

### Spar Torpedo

If armed with a spar torpedo, roll for detonation if spar is within 2 inches of enemy ship. A 1,2, 3, or 4 is a dud. A 5 or 6, roll one die for damage. A 5 or 6 is a hit, roll one die for amount of damage plus an automatic specific damage. Subtract 4 from the specific hit roll that comes up. The spar armed ship rolls one die to see how much hit damage it takes due to force of explosion: a 1 is one point of damage; a 2 is two; 3-6 no effect, UNLESS the attacking ship is a small vessel in which case a 1 or 2 is destruction of ship.



# USS Dictator

Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Turn Speed

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

## Turret (Heavy GUNS !)

15	22
14	21
13	20
12	19
11	18
10	17
9	
8	16
7	©
6	
5	
4	
3	
2	
1	
0©	

## CREW /BELOW DECKS

0	1	2	3	4	5	6
7	8	9	10	11	12©	13
14	15	16	17	18	19	20
21	22	23	24	25©	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

\_\_45\_\_ ° Turn at FIRST of move

\_\_45\_\_ ° Turn at MIDDLE of Move

\_\_45\_\_ ° Turn at END of move

## Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	©	P©	©
	P					
W	W	W	W	W	W	W
P	I	P	I	I	I	I
		W	P		W	P
				P		
W	W	W	W	W	W	W
	P					
				I	P	

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS Hartford

Wooden

# Flotilla: ACW Ironclads

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## MASTS & RIGGING & ENGINES

Increase per Turn +3 +2 +1

Maximum SPEED (in inches) [Reverse=1 die]

Decrease per Turn -5 -4 --3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	18
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----

Turn Speed
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

### Port Guns

15	24
14	23
13	22
12	21
11	20
10	19
9	18
8	17
8©	16
7	
6	
5	
4	
3	
2	
1	
0©	

6	5	4	3	2	1
---	---	---	---	---	---

**Bow Guns**

CREW Above/BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10©	11	12	13
14	15	16	17	18	19	20©
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40©	41
42	43	44	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	75	76	77	78

6	5	4	3	2	1
---	---	---	---	---	---

**Stern Guns**

### Starboard Guns

15	24
14	23
13	22
12	21
11	20
10	19
9	18
8	17
8©	16
7	
6	
5	
4	
3	
2	
1	
0©	

___ ° Turn at FIRST of move
45 ___ ° Turn at MIDDLE of Move
___ ° Turn at END of move

**Captain's Morale**

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

P		P		P				I©	I
						P			
									P
W	W	W	W	W	W	W	W	W	W
I		I		I	P	I	P	P	P
P		W	P		W			W	W
	P							P	P
W	W	W	W	W	W	W	W	W	W
				P		P		I	I
		P					©	©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS Iron City

Protected Ship

# Flotilla: ACW Ironclads

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## ENGINES

Maximum SPEED (in inches) [Reverse=1 die ]

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Turn Speed
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

### Port Guns (N)

10
9
8
7
6
5©
4
3
2
1
0©

4	3	2	1
<b>Bow Guns (HEAVY)</b>			

CREW /BELOW DECKS						
0	1	2	3	4	5	6
7	8©	9	10	11	12	13
14	15	16	17	18©	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36					

### Starboard Guns (N)

10
9
8
7
6
5©
4
3
2
1
0©

____ ° Turn at FIRST of move
45 ____ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	I©	I
	P				
					P
W	W	W	W	W	W
P	I	P	I	P	P
		W	P	W	W
				P	P
W	W	W	W	W	W
	P			I	I
				©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# Monitor

Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +2 +1

Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Turn Speed

## Turret Guns (HEAVY)

15	16
14	
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

1
2
3
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5
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13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

CREW Above/BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

\_\_45\_\_ ° Turn at FIRST of move

\_\_0\_\_ ° Turn at MIDDLE of Move

\_\_45\_\_ ° Turn at END of move

### Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P		IC	I
	P					
						P
W	W	W	W	W	W	W
P	I	P	I		P	P
		W	P		W	W
				P	P	P
W	W	W	W	W	W	W
	P				I	I
					©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS Mortar

Wooden

# Flotilla: ACW Ironclads

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## MASTS & RIGGING & ENGINES

Increase per Turn +1

Maximum SPEED (in inches)

[Reverse=only tug may reverse]

Decrease per Turn -4 -3 -2 -1

0	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Mortars (indirect fire) Range 36" no range modification. Hit only on a 6.

Turn Speed
1
2
3
4
5
6
7
8
9
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11
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13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

15	24
©	23
	22
14	21
	20
13	19
	18
12	17
	16
11	
10	
9	
8©	
7	
6	
5	
4	
3	
2	
1	

CREW Above/BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10©	11	12	13
14	15	16	17	18	19	20©
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40©	41
42	43	44	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	75	76	77	78

_45_° Turn at FIRST of move
_____° Turn at MIDDLE of Move
_45_° Turn at END of move

**Captain's Morale**  
Deduct 2 for each Mortar Boat sunk

0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good if roll (+,- modifiers) equals or is *less than* current moral number

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

1 <sup>st</sup> Mortar Boat	2 <sup>nd</sup> Mortar Boat	3 <sup>rd</sup> Mortar Boat	4 <sup>th</sup> Mortar Boat
P	©	P	© P
W W W W	W W W W	W W W W	W W W W
P I P I	I I I I	P I P I	I P I I
W P	W P	W W	P W
	P		
W W	W W	W W	W W

### TUG (recycle if sunk)

©	P		
W	W	W	W
	I	P	I
P		W	
W		W	



# USS Ottawa

Wooden

# Flotilla: ACW Ironclads

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## MASTS & RIGGING & ENGINES

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Maximum SPEED (in inches) [Reverse=1 die ]

0	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Turn Speed

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
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24	
25	
26	
27	
28	
29	
30	
31	
32	
33	
34	
35	
36	
37	
38	
39	
40	

### Amidships Gun fire

Port OR Starboard

12
11
10
9
8
7
6
5
4
3
2
1
0

4	3	2	1
Bow Guns			

4	3	2	1		4	3	2	1
Port Guns				Starboard Guns				

CREW Above/BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20

45 ° Turn at START of Move

     ° Turn at MIDDLE of Move

45 ° Turn at END of move

### Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good if roll (+/- modifiers) equals or is *less than* current moral number

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			I©	I
	P			
				P
W	W	W	W	W
P	I	P	P	P
		W	W	W
			P	P
W	W	W	W	W
	P		I	I
			©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS Queen of the West

Protected Ship

# Flotilla: ACW Ironclads

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## ENGINES

Maximum SPEED (in inches) [Reverse=1 die ]

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 --3 -2 -1

Turn Speed
1
2
3
4
5
6
7
8
9
10
11
12
13
14
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16
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18
19
20
21
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23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

### Port Guns (N)

10
9
8
7
6
5©
4
3
2
1
0©

4	3	2	1
<b>Bow Guns (Heavy)</b>			

CREW /BELOW DECKS						
0	1	2	3	4	5	6
7	8	9©	10	11	12	13
14	15	16	17	18©	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36					

### Starboard Guns (N)

10
9
8
7
6
5©
4
3
2
1
0©

45° Turn at FIRST of move
45 ° Turn at MIDDLE of Move
45__ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12	13		
Roll three dice; good if roll (+.- modifiers) equals or is <i>less than</i> current moral number			

### DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	I©	I
	P				
					P
W	W	W	W	W	W
P	I	P	I	P	P
		W	P	W	W
				P	P
W	W	W	W	W	W
	P			I	I
				©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



# USS St. Louis

Protected  
(Timberclad)

# Flotilla: ACW Ironclads

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## ENGINES

Maximum SPEED (in inches) [Reverse=1 die ]

0	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

Turn Speed
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

### Port Guns (N)

10
9
8
7
6
5
4
3
2
1
0

4	3	2	1	0
<b>Bow Guns (Heavy)</b>				

CREW /BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

4	3	2	1	0
<b>Stern Guns (H)</b>				

### Starboard Guns (N)

10
9
8
7
6
5
4
3
2
1
0

____ ° Turn at FIRST of move
45 ____ ° Turn at MIDDLE of Move
45 ____ ° Turn at END of move

Captain's Morale			
0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

	P		P	I	I
					P
W	W	W	W	W	W
P	I		I	P	P
W	P		W	W	W
		P		P	P
W	W	W	W	W	W
				I	I
			P	©	©

Record Continuing Damage and Other Damage Here

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale



# USS Tecumseh

Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +3 +2 +1

Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Turn Speed

## Turret (Heavy GUNS !)

15	22
14	21
13	20
12	19
11	18
10	17
9	
8	16
7	©
6	
5	
4	
3	
2	
1	
0©	

CREW /BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12©	13
14	15	16	17	18	19	20
21	22	23	24	25©	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

\_\_45\_\_ ° Turn at FIRST of move

\_\_45\_\_ ° Turn at MIDDLE of Move

\_\_45\_\_ ° Turn at END of move

## Captain's Morale

0	1	2	3
4	5	6	7
8	9	10	11
12	13		

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	©	P©	©
	P					
W	W	W	W	W	W	W
P	I	P	I	I	I	I
		W	P		W	P
				P		
W	W	W	W	W	W	W
	P					
				I	P	

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here



USS  
Winnebago  
Ironclad

# Flotilla: ACW Ironclads

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## ENGINES

Maximum **SPEED** (in inches) [Reverse=1 die ]

Increase per Turn +2 +1  
Decrease per Turn -5 -4 -3 -2 -1

0	2	3	4	5	6	7	8	9	10	11	12	13	14
---	---	---	---	---	---	---	---	---	----	----	----	----	----

Turn  
Speed

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40

**Turret  
Guns (Front) HEAVY**

12
11
10
9
8
7
6
5
4
3
2
1
0©

CREW BELOW DECKS						
0	1	2	3	4	5	6
7	8	9	10	11	12©	13
14	15	16	17	18	19	20
21	22	23	24	25©	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41
42	43	44	46	47	48	49
50						

**Turret  
Guns (Rear) HEAVY**

12
11
10
9
8
7
6
5
4
3
2
1
0©

__45__ ° Turn at FIRST of move
__ ° Turn at MIDDLE of Move
__45__ ° Turn at END of move

**Captain's Morale**

0	1	2	3
4	5	6	7
8	9	10	11
12			

Roll three dice; good if roll (+.- modifiers) equals or is *less than* current moral number

## DAMAGE BOXES

(I = Ironclad) (P = Protected) (W = Wooden) (© = Check Captain's morale)

			P	I©	I
	P				
					P
W	W	W	W	W	W
P	I	P	I	P	P
		W	P	W	W
				P	P
W	W	W	W	W	W
	P			I	I
				©	©

**Yellow** = loss of 2 speed, guns hit on only a 6, Check Captain's morale

Record Continuing Damage and Other Damage Here